

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-27 (cancelled).

28 (currently amended).      A gaming apparatus comprising:

a ~~valve~~ value input device;

a display element; and

a processor operatively coupled to the value input device, the display element, and a memory,

the processor receiving a wager via the value input device from a player;

the processor causing the display element to display an image representative of a base game;

the processor determining if an event has occurred in the base game;

the processor awarding the player at least one resource item to a set of player resource items from a set of possible resource items, the set of possible resource items comprising a plurality of resource items, if the event has occurred;

the processor determining if a bonus event has occurred;

the processor causing the display element to display an image representative of a bonus game if the bonus event has occurred;

the processor selecting at least one resource item from the set of possible resource items if the bonus event has occurred;

the processor receiving a player selection of at least one resource item from the set of player resource items if the bonus event has occurred; and

the processor determining if the at least one resource item selected by the processor from the set of possible resource items matches the at least one resource item from the set of player resource items corresponding to the player selection.

29 (currently amended). The gaming apparatus according to claim 28, comprising:

the processor inquiring of the player if the player wishes to play the bonus game if the bonus event has occurred;

the processor receiving a negative from the player in response; and

the processor returning to the base game as a result of receiving ~~[[a]]~~ the negative from the player.

30 (currently amended). The gaming apparatus according to claim 29, comprising, after returning to the base game:

the processor receiving a wager via the value input device from the player;

the processor causing the display element to display an image representative of the base game;

the processor determining if an event has occurred in the base game; and

the processor awarding the player at least one additional resource item to a set of player resource items from ~~[[a]]~~ the set of possible resource items, the set of possible resource items comprising ~~[[a]]~~ the plurality of resource items, if the event has occurred.

31 (currently amended). The gaming apparatus according to claim 29, comprising, after returning to the base game and until such time as the processor does not receive ~~[[a]]~~ the negative in response to inquiring of the player if the player wishes to play the bonus game if the bonus event has occurred:

the processor receiving a wager via the value input device from the player;

the processor causing the display element to display an image representative of the base game;

the processor determining if an event has occurred in the base game; and

the processor awarding the player at least one additional resource item to a set of player resource items from ~~[[a]]~~ the set of possible resource items, the set of possible resource items comprising ~~[[a]]~~ the plurality of resource items, if the event has occurred.

32 (currently amended). The gaming apparatus according to claim 28, comprising, prior to receiving ~~[[a]]~~ the player selection of at least one resource item, the processor disclosing to the player the at least one resource item selected by the processor from the set of possible resource items.

33 (previously presented). The gaming apparatus according to claim 32, comprising:

the processor receiving payment from the player; and

the processor disclosing to the player the at least one resource item selected by the processor from the set of possible resource items in exchange for the payment from the player.

34 (currently amended). The gaming apparatus according to claim 28, comprising, if the at least one resource item selected by the processor from the set of possible resource items matches the at least one resource item from the set of player resource items:

the processor selecting at least one other resource item from the set of possible resource items;

the processor receiving a player selection of at least other one resource item from the set of player resource items; and

the processor determining if the at least one other resource item selected by the processor from the set of possible resource items matches the at least one resource item from the set of player resource items corresponding to the player selection.

35 (previously presented). The gaming apparatus according to claim 28, comprising the processor providing an award to the player if the at least one resource item selected by the processor from the set of possible resource items matches the at least one resource item from the set of player resource items.

36 (previously presented). The gaming apparatus according to claim 35, wherein the award comprises one of at least one resource item from the set of possible resource items, at least one credit and money.